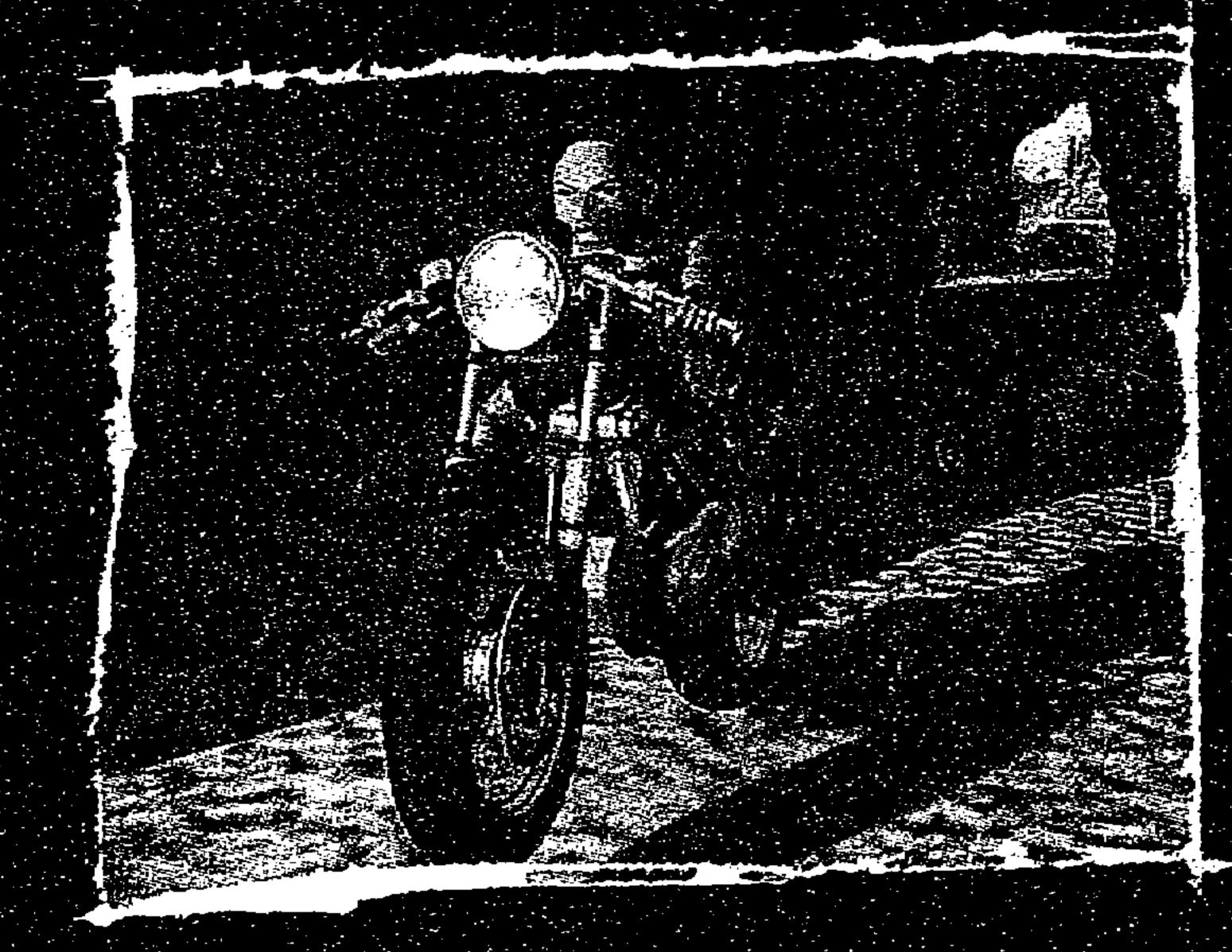


Miss Croft's rise to the top of the games world has looked effortless. Even more staggering has been her ability to conquer the worlds outside it, and become a true allaction heroine – the ultimate fighting Millennium dame



EARLY 1994

Core Design has an idea for a new type of video game - it will be an adventure platform game but with a difference. It will turn the industry on its head. Unlike other games around, this will boast a female character in the main role. She is as yet unnamed.

MAY 1996

The world's game press gets its first taste of Lara Croft and her Tomb Raider vehicle at the £3 trade show held in Atlanta, Georgia. They only get to try one level - but they like what they see.

OCTOBER 1996

The game is ready for release and first appears on the now-defunct Sega.

Saturn console format. It wins critical acciaim from an excited gaming press:

NOVEMBER 1996

Tomb Raider is released on two more formats - the PC and the PlayStation. In the UK it tops the gaming charts.

JANUARY 1997

Back in Derby, at Core Design, work begins in earnest on the next chapter of the Tomb Raider story. It is hoped it will be ready by Christmas that year - but incoody knows for sure.

APRIL 1997

Interest in Lara Croft is unprecendented and even rock band U2 decides it wants a slice of the Lara Croft action. Croft is invited to 'join' their world-wide PopMart tour kicking off in Las Vegas - by making her appearance on massive 'jumbotron' video screens.

JUNE 1997

The Prodigy blame Lara Croft for the delay in the release of their latest album.



